

ALEA PUBLISHING GROUP PRESENTS

CHARACTERS

Noble



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

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Noble



Denise Garner

Nobility is a government title, often denoting privilege, usually issued for a lifetime or hereditary entitlement. Most nobles during the feudal age held a fief under some term of vassalage with a higher, more notable lord. However, other landless nobles might perform a service or duty, such as household knights, for a privileged opportunity to increase their social status.

The noble class, in the right campaign setting, offers unique opportunities for characters wishing to carry the mantle of nobility. It adds character and role-playing depth, as well as numerous starting points for adventure. You might choose to expand your ancestral lands, fight off rebellion, do a favor for the king or queen, or even try to vie for the crown yourself. Whichever you choose, be careful for there are lesser family members wishing to advance themselves with your death, paranoid royalty always fearing shifty usurpers, and never forget the discontented peasantry.

ARISTOCRATIC FRAILTY

To meet the prerequisites of the Nobility multiclass feat, allowing access to swap feats into the noble class, you must first choose to possess Aristocratic Frailty. It is a choice you can make during the character creation process or later, after discussing the matter with your Game Master.

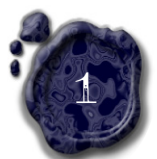
- ❖ **Aristocratic Frailty:** Minions have a +1 bonus to all attacks rolls against you the round after you use a bloodline power.

NOBILITY [MULTICLASS NOBLE]

Prerequisite: Cha 13, you have Aristocratic Frailty

Benefit: You gain training in either the Diplomacy or Intimidate skill. You meet the criteria for the power swap feats found in the D&D 4E PLAYER'S HANDBOOK, considering noble as a multiclass character. In addition, choose one feature from the following list.

- ❖ **Aristocratic Action:** When you spend an action point to take an extra action, you gain a +1 bonus to attack rolls when using a bloodline power during the extra action.





- ❖ **Noble Temperament:** You gain resist 2 psychic and a +2 bonus to Diplomacy checks.
Your resistance improves to 5 at 11th level, and to 10 at 21st level.
- ❖ **Self-Control:** Once per encounter, you can reroll a failed saving throw against a charm or fear effect.

BLOODLINE POWER SOURCE

Bloodline powers, called endeavors, draw energy from a prominent ancestral heritage within a person to help accentuate their destiny. Bloodline characters use their strength of will and cult of personality, as well as deeds of their ancestors, to overcome their foes.

LEVEL ONE ENCOUNTER ENDEAVORS

Command of Nobility Noble Attack 1

You instruct those you deem lesser in station to go away or answer your summons.

Encounter † Bloodline, Charm

Immediate Interrupt **Ranged 5**

Trigger: A creature starting their move, and with a lower Diplomacy modifier

Target: Triggering creature

Attack: Charisma vs. Will

Hit: You can either push or pull the target a number of squares equal to your Charisma modifier.

Special: The target must hear you.

Tongue Lashing Noble Attack 1

You berate opponents into submission.

Encounter † Bloodline, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. For each attack the target makes on its next turn, it takes 5 psychic damage.

Special: The target must hear you.

LEVEL ONE DAILY ENDEAVORS

Aristocratic Strike Noble Attack 1

The strike of your weapon prostrates your foes before you and forces them to recognize your greatness.

Daily † Bloodline, Fear, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage and target is prone. If the target stands on its next turn, it takes 5 psychic damage.

Miss: No damage, but target is prone. If the target stands on its next turn, it takes 5 psychic damage.

Courtier's Retort Noble Attack 1

A foe quickly regrets its attempt to strike you after an angry commanding reply.

Daily † Bloodline, Fear, Psychic

Immediate Reaction **Close burst 2**

Trigger: A creature misses you with a melee attack

Target: Triggering creature in burst

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and push the target a number of squares equal to your Charisma modifier.

Miss: Half damage, and the target is not pushed.

LEVEL TWO UTILITY ENDEAVORS

Bodyguard Noble Utility 2

An ally leaps in the way of a hazardous blow.

Encounter † Bloodline, Charm

Immediate Interrupt **Close burst 1**

Trigger: A melee attack targets you

Target: One willing ally in burst

Effect: You and the target swap places, and ally is now the target of the triggering attack. The target gains a +4 power bonus to all defenses until the start of their next turn.





Restoring Taunt Noble Utility 2

Your vicious sneer distracts a foe and bolsters you or an ally.

Encounter † Bloodline, Fear, Healing
Standard Action **Ranged 5**

Target: One creature

Effect: Target suffers a -2 penalty to attack rolls until the end of your next turn or until it misses with an attack, whichever happens first. If an attack from the target misses, you or an ally within 5 squares can spend a healing surge.

Sustain Minor: You may sustain this power until the end of your next turn or until the target misses, whichever happens first.

Special: The target must hear you.

LEVEL THREE ENCOUNTER ENDEAVORS

Mark of the Blue Blood Noble Attack 3

You mark and belittle your rival and inspire others to do the same.

Encounter † Bloodline, Psychic, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength damage. Until the end of your next turn, each successful attack against the target by all of your allies causes an extra 5 psychic damage.

High-born Flourish Noble Attack 3

A deadly strike flaunts your illustrious lineage.

Encounter † Bloodline, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + 2[Charisma modifier] damage.

LEVEL FIVE DAILY ENDEAVORS

Noble Stance Noble Attack 5

Your grand presence strikes an uneasy feeling of anxiety to all who attempt to harm you with a melee attack.

Daily † Bloodline, Fear, Stance
Minor Action **Personal**

Effect: An enemy that starts its turn adjacent to you grants you combat advantage (save ends).

Wallop the Knave Noble Attack 5

You use your weapon to hamper your adversary as it tries to rid itself of you.

Daily † Bloodline, Weapon
Immediate Interrupt **Melee weapon**

Trigger: A creature shifts or moves from a square adjacent to you

Target: Triggering creature

Attack: Charisma +2 vs. Reflex

Hit: 1[W] + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not immobilized.

LEVEL SIX UTILITY ENDEAVORS

Trail by Combat Noble Utility 6

You challenge a rival to personal combat.

Daily † Bloodline
Minor Action **Personal**

Effect: Mark one enemy adjacent to you. If the marked enemy starts its turn adjacent to you, it is immobilized (save ends or an ally targets the adjacent enemy). Furthermore, you receive a +1 power bonus to attack rolls against that enemy for each other enemy adjacent to you.

Equanimity Noble Utility 6

You take a moment to compose yourself or help an ally regain their dignity.

Encounter † Bloodline
Standard Action **Ranged 5**

Target: You or an ally

Effect: Target ends one charm, psychic, or fear effect that currently affects them.

Special: The target must hear you.





LEVEL SEVEN ENCOUNTER ENDEAVORS

Undermine Morale Noble Attack 7

A dauntless assault against an adversary provides hope for your allies as it snatches any immediate victory from your foe.

Encounter † Bloodline, Healing, Psychic, Weapon

Standard Action **Melee** weapon

Target: One creature

Primary Attack: Charisma vs. AC

Hit: 1[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1

Secondary Attack: Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gains temporary hit points equal to the psychic damage dealt.

Sweep Away the Inferior Noble Attack 7

Meager minions offer no resistance as you move toward a more significant rival worthy of your greatness.

Encounter † Bloodline, Weapon

Standard Action **Close** burst 1

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength damage.

Effect: Move a number of squares equivalent to your Dexterity modifier (minimum 1).

LEVEL NINE DAILY ENDEAVORS

Treacherous Assault Noble Attack 9

Taking your rival by surprise, you slip through his armor to deliver a deadly wound while regaining your composure.

Daily † Bloodline, Poison, Reliable, Weapon

Standard Action **Melee** weapon

Prerequisite: You must be trained in Bluff

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3[W] + Charisma modifier damage, and 5 ongoing poison damage (save ends).

Effect: Each time the target fails a saving throw against this ongoing damage, you regain hit points equal to the ongoing damage.

Artful Dodger: The ongoing poison damage is 10.

Belittling Barrage Noble Attack 9

Your first attack upon your rival unleashes a volley of verbal abuse as you strike with the blunt of your weapon bruising his ego more than his skin.

Daily † Bloodline, Reliable, Psychic, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage.

Sustain Minor: You belittle your target with verbal abuse (save ends). Until the target saves, you can make another melee attack against it each time you sustain the power.

Sustained Attack: Charisma vs. Will

Hit: 1d10 psychic damage.

LEVEL TEN UTILITY ENDEAVORS

Bloodline Blade Noble Utility 10

You infuse your great lineage into the weapon you wield to ensure a critical wound.

Daily † Bloodline

Minor Action **Personal**

Effect: Choose one melee weapon you wield. For a number of melee attack rolls equal to your Charisma modifier, your chosen weapon scores a critical hit on a roll of 18-20.

Resistant to Rebellion Noble Utility 10

Your deep-rooted ancestry gives you strength and protection during the most trying times.

Daily † Bloodline, Psychic, Stance

Minor Action **Personal**

Effect: Any creature striking you with a melee attack takes 1d6 psychic damage. When bloodied, the stance ends.

LEVEL THIRTEEN ENCOUNTER ENDEAVORS

Backhanded Slap Noble Encounter 13

You send your opponent reeling with a backhanded strike across the face after he dares to harm you and fails.

Encounter † Bloodline

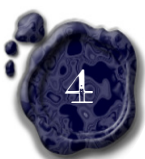
Immediate Reaction **Melee** 1

Trigger: A creature misses you with a melee attack

Target: Triggering creature

Attack: Strength +2 vs. Reflex

Hit: 2d6 + Strength modifier damage, and the target is stunned until the end of your next turn.





Strike Down the Leader Noble Attack 13

You stand up to the leader and his followers crumble.

Encounter † Bloodline, Psychic, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and enemies adjacent to the target take 1d6 + Charisma modifier psychic damage.

LEVEL FIFTEEN DAILY ENDEAVORS

Death to Assassins Noble Attack 15

Paranoid or complete aware of your surroundings, assassins have trouble striking you first.

Daily † Bloodline, Reliable, Weapon
Immediate Interrupt **Melee weapon**

Prerequisite: You must be trained in Perception

Trigger: A creature targets you with a melee attack and has combat advantage against you

Target: Triggering creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage, and +3d6 extra damage. Increase extra damage to +5d6 at 21st level.

Down to One Knee Noble Attack 15

With commanding authority, you beckon a creature forward forcing them to bow before you and your splendor.

Daily † Bloodline, Reliable, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: Pull target a number of squares equal to your Charisma modifier, target becomes prone, and immobilized until the end of your next turn.

Sustain Minor: You can sustain this power until the end of your next turn. The target can end this power by taking 6d6 + Charisma modifier psychic damage as a minor action.

LEVEL SIXTEEN UTILITY ENDEAVORS

Castling Move Noble Utility 16

A rival launches an attack only to find it is not you but a disguised ally in your place ready to strike.

Daily † Bloodline, Teleportation
Immediate Interrupt **Personal**

Trigger: A creature targets you with an attack

Target: One willing ally

Effect: You swap places with a target within a number of squares equal to your Charisma modifier. The target can make a basic attack against the triggering creature as an immediate interrupt.

Come to My Aid Noble Utility 16

Allies rally around you to offer support.

Daily † Bloodline, Stance, Zone
Minor Action **Close burst 1**

Effect: The burst creates a zone that lasts until the end of your next turn or until you leave the zone. Allies that start their turn in the zone receive a +2 bonus to attack and damage rolls. While you remain in the zone, you receive a +1 bonus to AC for each ally in the zone.

Sustain Minor: The zone persists.

LEVEL SEVENTEEN ENCOUNTER ENDEAVORS

Striking Surge of Morale Noble Attack 17

Your victorious blow revitalizes others to stay and fight.

Encounter † Bloodline, Healing, Psychic,
Weapon

Standard Action **Melee weapon**

Target: One creature

Primary Attack: Charisma vs. AC

Hit: 2[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1

Secondary Attack: Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gain temporary hit points equal to twice the psychic damage dealt.





Bewildering Scowl Noble Attack 17

Your unyielding glare abates the resolve of an adversary.

Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 2

Target: Each creature in blast you can see

Attack: Charisma vs. Will

Hit: 1d10 psychic damage, and target is dazed until the end of your next turn.

LEVEL NINETEEN DAILY ENDEAVORS

Curse of the Blue Blood Noble Attack 19

Your attack bites hard delivering an ancestral curse.

Daily † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and the target is dazed and weakened (save ends both).

Miss: Half damage, and the target is not dazed or weakened.

Might Makes Right Noble Attack 19

Your strength of conviction influences allies toward your cause against a rival.

Daily † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of your next turn, all your allies gain an attack bonus equal to your Charisma modifier against the target.

Sustain Minor: Sustain the bonus for another round.

LEVEL TWENTY-TWO UTILITY ENDEAVORS

Dying Breath Noble Utility 22

With your dying breath, you pass sentence upon your killer.

Daily † Bloodline
Immediate Reaction Personal

Trigger: An attack dropping you to 0 or fewer hit points.

Target: Triggering creature

Effect: The target takes 15 ongoing damage (save ends). If the target saves, it takes 10 ongoing damage (save ends). If the target saves, it takes 5 ongoing damage (save ends).

Diplomatic Negotiations Noble Utility 22

Profound phrases resound to all listening as a silver-tongued and a hereditary skill in diplomacy wanes the staunchest opposition.

Encounter † Bloodline
Standard Action Personal

Prerequisite: You must be trained in Diplomacy

Effect: Make two consecutive Diplomacy checks with a +5 power bonus to each.

During a skill challenge, each success counts toward the number of success needed to overcome the challenge. Furthermore, any failed result does not tally against you.

LEVEL TWENTY-THREE ENCOUNTER ENDEAVORS

Glowering Grimace Noble Attack 23

You exude extreme anger upon your foes through a glaring scowl.

Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 4

Target: Each creature in blast you can see

Attack: Charisma vs. Will

Hit: 2d6 psychic damage, and target is dazed until the end of your next turn.

Guardians of the Ancestral Bloodline

Noble Attack 23

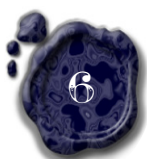
Ghostly, ancestral entities emanate from your body becoming guardians wielding deadly blades and wearing armament bearing your family crest.

Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 1

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: 2d6 psychic damage, pushed 1 square, and weakened until the end of your next turn. Furthermore, all creatures take psychic damage equal to your Charisma modifier for each successful ranged or melee attack against you until the end of your next turn.





LEVEL TWENTY-FIVE DAILY ENDEAVORS

Mercenary's Betrayal Noble Attack 25

Everyone has a price and once someone treks down the path of betrayal, it is hard to return.

Daily † Bloodline, Charm

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Will

Hit: Target is dominated (save ends). The target receives a -1 penalty to saving throws for each previously failed saving throw. Furthermore, the dominated target gains a power bonus to attack rolls equal to your Charisma modifier.

Miss: Target is dazed (save ends).

Warriors of the Ancestral Bloodline

Noble Attack 25

Your attack marks a foe for ancestral vengeance as vaporous, wraithlike knights radiate from your body to assail your enemy.

Daily † Bloodline, Weapon

Standard Action Ranged weapon

Target: One enemy

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage. Furthermore, make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

Miss: You make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

LEVEL TWENTY-SEVEN ENCOUNTER ENDEAVORS

Kneel Before Your Lord Noble Attack 27

A strong, compelling wave of admiration exudes from your person forcing enemies to kneel before you.

Encounter † Bloodline, Charm, Psychic

Standard Action Close blast 10

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and target is prone.

Blood of my Ancestors Noble Attack 27

By sacrificing the blood of your enemy, you invoke the power of the diminished bloodline of your allies.

Encounter † Bloodline, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares gain a power bonus to attack and damage rolls equal to your Charisma modifier until the end of your next turn.

LEVEL TWENTY-NINE DAILY ENDEAVORS

Intrinsic Renewing Strike Noble Attack 29

You call upon your ancestors to renew your strength with each successful attack.

Daily † Bloodline, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Special: If you hit with your attack, you do not expend the use of this power.

Mark of the Heir Noble Attack 29

Summoning forth all of your bloodline strength, you etch your crest upon your rival and bestow him his fate with your ancestral might.

Daily † Bloodline, Weapon

Standard Action Melee weapon

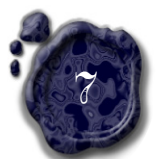
Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and the target is marked (save ends).

Miss: No damage, and the target is marked (save ends).

Sustain Standard: You may repeat this attack against the target. You can sustain this power as long as the target remains marked by this power.





Noble Class Template

The following class template allows the Game Master to give a specific class to a monster. You can find out more about class templates in the D&D 4E DUNGEON MASTER'S GUIDE.

NOBLE

Power Source: Bloodline.

Noble Elite Controller (leader)

Defenses +2 Will

Saving Throws +2

Action Point 1

Hit Points +8 per level + Constitution score

Weapon Proficiency Simple melee, military melee, simple ranged

Armor Training Cloth, leather, hide, chainmail, scale mail, plate, light shield

Trained Skills Diplomacy, and one other from the following list: Bluff, History, or Intimidate

Class Features Aristocratic Action, Noble Temperament, Self-Control

NOBLE AT-WILL POWERS

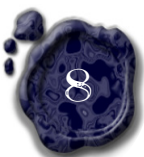
When making a NPC noble, choose either command of nobility or tongue lashing as an at-will power. The other power not chosen remains an encounter power.

MAKING ADJUSTMENTS

Feel free to make slight adjustments to this class template. For example, a noble lady or courtier might have armor training only in cloth or leather. On the other hand, noble outlaw, like Robin Hood, who relies on hunting or thievery for survival might train with military ranged weapons.

DESIGN NOTES

For some, it might seem odd most bloodline powers deliver psychic damage. We determined of all the damage sources presently in the rule system, it seemed the most appropriate. More often than not, nobles locked in a battle of wills to suppress the lower class or other rivals.



Noble Adversaries

Human knights reserve their *crushing pummel* attack against bloodied or dazed foes.

Typical human knights are noble lords in their own right often earning coin through pillaging, ransoming other knights, and warfare. Most often, they have their own agenda on the battlefield thus rarely follow orders as a soldier would. They usually interpret any battlefield instruction as a guideline rather than a command.

| | |
|---|---|
| Typical Human Knight | Level 5 Elite Brute |
| Medium natural humanoid | XP 400 |
| Initiative +3 Senses Perception +4 | |
| HP 150; Bloodied 75 | |
| AC 18; Fortitude 18, Reflex 16, Will 20 | |
| Speed 5 | |
| ⊗ | Bastard sword (standard; at-will) † Weapon +8 vs. AC; 1d10 + 4 damage. |
| ⊗ | Restraining Bash (immediate reaction; when target shifts or moves from an adjacent square; at-will) † Weapon Ranged 10; +6 vs. Reflex; 2d8 + 4 damage and the target is immobilized until the end of typical human knight's next turn. |
| ✕ | Shield Smash (minor action; recharge ☐, ☐, ☐) † Weapon +6 vs. Fortitude; the target is dazed until the end of typical human knight's next turn.. |
| ✕ | Crushing Pummel (standard action; recharge ☐, ☐) † Weapon +8 vs. AC; 3d8 + 4 damage, 3d10 + 4 damage against dazed targets. |
| Alignment Unaligned Languages Common | |
| Skills Diplomacy +11, Intimidate +11 | |
| Str 16 (+5) | Dex 10 (+2) Wis 14 (+4) |
| Con 15 (+4) | Int 12 (+3) Cha 18 (+6) |
| Equipment chainmail, heavy shield, tabard | |

TYPICAL HUMAN KNIGHT TACTICS

They rarely move about the battlefield usually preferring to defend a strategic location. They quickly use their *restraining bash* to keep swift or injured opponents close while controlling their immediate area with their shield *smash attack*.



Command of Nobility Noble Attack 1

Encounter † Bloodline, Charm
Immediate Interrupt Ranged 5

Trigger: A creature starting their move, and with a lower Diplomacy modifier

Target: Triggering creature

Attack ⬡ : Charisma vs. Will

Hit: You can either push or pull the target a number of squares equal to your Charisma modifier.

Special: The target must hear you.

You instruct those you deem lesser in station to go away or answer your summons.

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Tongue Lashing Noble Attack 1

Encounter † Bloodline, Psychic
Standard Action Ranged 10

Target: One creature

Attack ⬡ : Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. For each attack the target makes on its next turn, it takes 5 psychic damage.

Special: The target must hear you.

You berate opponents into submission.

Combos/Notes:

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Aristocratic Strike Noble Attack 1

Daily † Bloodline, Fear, Psychic,
Weapon

Standard Action Melee weapon

Target: One creature

Attack ⬡ : Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage and target is prone. If the target stands on its next turn, it takes 5 psychic damage.

Miss: No damage, but target is prone. If the target stands on its next turn, it takes 5 psychic damage.

The strike of your weapon prostrates your foes before you and forces them to recognize your greatness.

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Courtier's Retort Noble Attack 1

Daily † Bloodline, Fear, Psychic
Immediate Reaction Close burst 2

Trigger: A creature misses you with a melee attack

Target: Triggering creature in burst

Attack ⬡ : Charisma vs. Will

Hit: 2d10 + Charisma psychic damage, and push the target a number of squares equal to your Charisma modifier.

Miss: Half damage, and the target is not pushed.

A foe quickly regrets its attempt to strike you after an angry commanding reply.

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Bodyguard Noble Utility 2

Encounter † Bloodline, Charm
Immediate Interrupt Close burst 1

Trigger: A melee attack targets you

Target: One willing ally in burst

Effect: You and the target swap places, and ally is now the target of the triggering attack. The target gains a +4 power bonus to all defenses until the start of their next turn.

Combos/Notes:

An ally leaps in the way of a hazardous blow.

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Restoring Taunt Noble Utility 2

Encounter † Bloodline, Fear, Healing
Standard Action Ranged 5

Target: One creature

Effect: Target suffers a -2 penalty to attack rolls until the end of your next turn or until it misses with an attack, whichever happens first. If an attack from the target misses, you or an ally within 5 squares can spend a healing surge.

Sustain Minor: You may sustain this power until the end of your next turn or until the target misses, whichever happens first.

Special: The target must hear you.

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Mark of the Blue Blood Noble Attack 3

Encounter † Bloodline, Psychic, Weapon
Standard Action Melee weapon

Target: One creature

Attack ⬡ : Strength vs. AC

Hit: 1[W] + Strength damage. Until the end of your next turn, each successful attack against the target by all of your allies causes an extra 5 psychic damage.

Combos/Notes:

You mark and belittle your rival and inspire others to do the same.

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High-born Flourish Noble Attack 3

Encounter † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack ⬡ : Charisma vs. AC

Hit: 2[W] + 2[Charisma modifier] damage.

Combos/Notes:

A deadly strike flaunts your illustrious lineage.

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Noble Stance Noble Attack 5

Daily † Bloodline, Fear, Stance
Minor Action Personal


Effect: An enemy that starts its turn adjacent to you grants you combat advantage (save ends).

Combos/Notes:

Your grand presence strikes an uneasy feeling of anxiety to all who attempt to harm you with a melee attack.

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Wallop the Knave Noble Attack 5

Daily † Bloodline, Weapon
Immediate Action Melee Weapon
Trigger: A creature shifts or moves from a square adjacent to you
Target: Triggering creature
Attack  : Charisma +2 vs. Reflex

Hit: 1[W] + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not immobilized.

You use your weapon to hamper your adversary as it tries to rid itself of you.

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Trail by Combat Noble Utility 6

Daily † Bloodline
Minor Action Personal

Effect: Mark one enemy adjacent to you. If the marked enemy starts its turn adjacent to you, it is immobilized (save ends or an ally targets the adjacent enemy). Furthermore, you receive a +1 power bonus to attack rolls against that enemy for each other enemy adjacent to you.

Combos/Notes:

You challenge a rival to personal combat.

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Equanimity Noble Utility 6

Encounter † Bloodline
Standard Action Ranged 5
Target: You or an ally


Effect: Target ends one charm, psychic, or fear effect that currently affects them.

Combos/Notes:


You take a moment to compose yourself or help an ally regain their dignity.

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Undermine Morale Noble Attack 7

Encounter † Bloodline, Healing, Psychic, Weapon
Standard Action Melee weapon
Target: One creature
Primary Attack  : Charisma vs. AC


Hit: 1[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1
2nd Attack  : Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gains temporary hit points equal to the psychic damage dealt. **Hit:** 2d10 psychic damage and you or target adjacent ally gains temporary hit points equal to the psychic damage dealt.

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Sweep Away the Inferior Noble Attack 7

Encounter † Bloodline, Weapon
Standard Action Close burst 1
Target: Each enemy you can see in burst
Attack  : Strength vs. AC


Hit: 1[W] + Strength damage.

Effect: Move a number of squares equivalent to your Dexterity modifier (minimum 1).

Meager minions offer no resistance as you move toward a more significant rival worthy of your greatness.

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Treachurous Assault Noble Attack 9

Daily † Bloodline, Poison, Reliable, Weapon
Standard Action Melee weapon
Prerequisite: You must be trained in Bluff
Target: One creature
Attack  : Charisma vs. Reflex


Hit: 3[W] + Charisma modifier damage, and 5 ongoing poison damage (save ends).

Effect: Each time the target fails a saving throw against this ongoing damage, you regain hit points equal to the ongoing damage.

Artful Dodger: The ongoing poison damage is 10.

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Belittling Barrage Noble Attack 9

Daily † Bloodline, Reliable, Psychic, Weapon
Standard Action Melee weapon
Target: One creature
Attack  : Charisma vs. Will

Hit: 2[W] + Charisma modifier damage.

Sustain Minor: You belittle your target with verbal abuse (save ends). Until the target saves, you can make another melee attack against it each time you sustain the power.

Sustained Attack  : Charisma vs. Will

Hit: 1d10 psychic damage.

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Bloodline Blade Noble Utility 10

Daily † Bloodline
Minor Action Personal

Effect: Choose one melee weapon you wield. For a number of melee attack rolls equal to your Charisma modifier, your chosen weapon scores a critical hit on a roll of 18-20.

Combos/Notes:

You infuse your great lineage into the weapon you wield to ensure a critical wound.

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Resistant to Rebellion Noble Utility 10

Daily † Bloodline, Psychic, Stance
Minor Action Personal


Effect: Any creature striking you with a melee attack takes 1d6 psychic damage. When bloodied, the stance ends.

Combos/Notes:

Your deep-rooted ancestry gives you strength and protection during the most trying times.

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Backhanded Slap Noble Encounter 13

Encounter † Bloodline
Immediate Reaction Melee 1
Trigger: A creature misses you with a melee attack
Target: Triggering creature
Attack  : Strength +2 vs. Reflex


Hit: 2d6 + Strength modifier damage, and the target is stunned until the end of your next turn.

Combos/Notes:

You send your opponent reeling with a backhanded strike across the face after he dares to harm you and fails.

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Strike Down the Leader Noble Attack 13

Encounter † Bloodline, Psychic, Weapon
Standard Action Melee weapon
Target: One creature
Attack  : Charisma vs. AC


Hit: 2[W] + Charisma modifier damage, and enemies adjacent to the target take 1d6 + Charisma modifier psychic damage.

Combos/Notes:

You stand up to the leader and his followers crumble.

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Death to Assassins Noble Attack 15


Daily † Bloodline, Reliable, Weapon
Immediate Interrupt Melee weapon
Prerequisite: You must be trained in Perception
Trigger: A creature targets you with a melee attack and has combat advantage against you
Target: Triggering creature
Attack  : Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage, and +3d6 extra damage. Increase extra damage to +5d6 at 21st level.

Combos/Notes:

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Down to One Knee Noble Attack 15

Daily † Bloodline, Reliable, Psychic
Standard Action Ranged 10
Target: One creature
Attack  : Charisma vs. Will

Hit: Pull target a number of squares equal to your Charisma modifier, target becomes prone, and immobilized until the end of your next turn.

Sustain Minor: You can sustain this power until the end of your next turn. The target can end this power by taking 6d6 + Charisma modifier psychic damage as a minor action.

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Castling Move Noble Utility 16

Daily † Bloodline, Teleportation
Immediate Interrupt Personal
Trigger: A creature targets you with an attack
Target: One willing ally

Effect: You swap places with a target within a number of squares equal to your Charisma modifier. The target can make a basic attack against the triggering creature as an immediate interrupt.

Combos/Notes:

A rival launches an attack only to find it is not you but a disguised ally in your place ready to strike.

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Come to My Aid Noble Utility 16

Daily † Bloodline, Stance, Zone
Minor Action Close burst 1

Effect: The burst creates a zone that lasts until the end of your next turn or until you leave the zone. Allies that start their turn in the zone receive a +2 bonus to attack and damage rolls. While you remain in the zone, you receive a +1 bonus to AC for each ally in the zone.


Sustain Minor: The zone persists.

Allies rally around you to offer support.

Combos/Notes:

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Striking Surge of Morale Noble Attack 17

Encounter † Bloodline, Healing, Psychic, Weapon
Standard Action Melee weapon
Target: One creature
Primary Attack  : Charisma vs. AC


Hit: 2[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1
2nd Attack  : Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gain temporary hit points equal to twice the psychic damage dealt.

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Bewildering Scowl Noble Attack 17

Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 2
Target: Each creature in blast you can see
Attack  : Charisma vs. Will


Hit: 1d10 psychic damage, and target is dazed until the end of your next turn.

Combos/Notes:

Your unyielding glare abates the resolve of an adversary.

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Curse of the Blue Blood Noble Attack 19

Daily † Bloodline, Weapon
Standard Action Melee weapon
Target: One creature
Attack  : Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and the target is dazed and weakened (save ends both).


Miss: Half damage, and the target is not dazed or weakened.

Your attack bites hard delivering an ancestral curse.

Combos/Notes:

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Might Makes Right Noble Attack 19

Daily † Bloodline, Weapon
Standard Action Melee weapon
Target: One creature
Attack  : Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of your next turn, all your allies gain an attack bonus equal to your Charisma modifier against the target.

Sustain Minor: Sustain the bonus for another round.

Combos/Notes:

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Dying Breath Noble Utility 22

Daily † Bloodline
Immediate Reaction Personal
Trigger: An attack dropping you to 0 or fewer hit points.
Target: Triggering creature

Effect: The target takes 15 ongoing damage (save ends). If the target saves, it takes 10 ongoing damage (save ends). If the target saves, it takes 5 ongoing damage (save ends).

Combos/Notes:

With your dying breath, you pass sentence upon your killer.

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Diplomatic Negotiations Noble Utility 22


Encounter † Bloodline
Standard Action Personal
Prerequisite: You must be trained in Diplomacy

Effect: Make two consecutive Diplomacy checks with a +5 power bonus to each.
During a skill challenge, each success counts toward the number of success needed to overcome the challenge. Furthermore, any failed result does not tally against you.

Combos/Notes:

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Glowing Grimace Noble Attack 23

Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 4
Target: Each creature in blast you can see
Attack  : Charisma vs. Will


Hit: 2d6 psychic damage, and target is dazed until the end of your next turn.

Combos/Notes:

You exude extreme anger upon your foes through a glaring scowl.

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Guardians of the Ancestral Bloodline
Noble Attack 23


Encounter † Bloodline, Fear, Psychic
Standard Action Close blast 1
Target: Each creature in blast
Attack  : Charisma vs. Will

Hit: 2d6 psychic damage, pushed 1 square, and weakened until the end of your next turn. Furthermore, all creatures take psychic damage equal to your Charisma modifier for each successful ranged or melee attack against you until the end of your next turn.

Combos/Notes:

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Mercenary's Betrayal Noble Attack 25

Daily † Bloodline, Charm
Standard Action Ranged 10
Target: One enemy
Attack  : Charisma vs. Will


Hit: Target is dominated (save ends). The target receives a -1 penalty to saving throws for each previously failed saving throw. Furthermore, the dominated target gains a power bonus to attack rolls equal to your Charisma modifier.

Miss: Target is dazed (save ends).

Everyone has a price and once someone treks down the path of betrayal, it is hard to return.

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Warriors of the Ancestral Bloodline
Noble Attack 25

Daily † Bloodline, Weapon
Standard Action Ranged Weapon
Target: One enemy
Attack  : Dexterity vs. AC


Hit: 6[W] + Dexterity modifier damage. Furthermore, make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

Miss: You make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

Your attack marks a foe for ancestral vengeance as vaporous, wraithlike knights radiate from your body to assault your enemy.

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Kneel Before Your Lord Noble Attack 27

Encounter † Bloodline, Charm, Psychic
Standard Action Close blast 10
Target: Each enemy in blast you can see
Attack  : Charisma vs. Will


Hit: 1d6 + Charisma modifier psychic damage, and target is prone.

Combos/Notes:

A strong, compelling wave of admiration exudes from your person forcing enemies to kneel before you.

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Blood of my Ancestors Noble Attack 27

Encounter † Bloodline, Weapon
Standard Action Melee Weapon
Target: One creature
Attack  : Strength vs. AC


Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares gain a power bonus to attack and damage rolls equal to your Charisma modifier until the end of your next turn.

Combos/Notes:

By sacrificing the blood of your enemy, you invoke the power of the diminished bloodline of your allies.

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Intrinsic Renewing Strike Noble Attack 29

Encounter † Bloodline, Weapon
Standard Action Melee Weapon
Target: One creature
Attack : Strength vs. AC

Hit: 5[W] + Strength modifier damage.


Special: If you hit with your attack, you do not expend the use of this power.

You call upon your ancestors to renew your strength with each successful attack.

Combos/Notes:

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Mark of the Heir Noble Attack 29

Encounter † Bloodline, Weapon
Standard Action Melee Weapon
Target: One creature
Attack : Strength vs. AC

Hit: 6[W] + Strength modifier damage, and the target is marked (save ends).

Miss: No damage, and the target is marked (save ends).

Sustain Standard: You may repeat this attack against the target. You can sustain this power as long as the target remains marked by this power.

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ROLEPLAYING GAME

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